



CITY OF SANTA CLARA  
Community Recreation Center  
969 Kiely Blvd. Santa Clara, CA. 95051  
(408) 615-3140

### **2017 Spring/Summer Softball Brochure**

Welcome to all teams interested in playing softball in the City of Santa Clara. The Santa Clara Parks and Recreation Department is known for its award-winning athletic facilities and programs, as it places emphasis on quality service in meeting the needs of its participants.

The City offers a wide variety of leagues for all ability levels in Men's and Co-Rec. slow-pitch divisions. Registration fees cover the cost of two ASA registered umpires, balls, scorekeepers, playoffs, awards, and game day field preparation.

This guide is designed to provide team managers with complete information regarding the Adult Softball Program. Read the guide carefully and feel free to call us with any questions.

Resident and returning teams are given first priority to register. The League Director classifies new teams after analysis of any past performances and/or ability of the players.

It is the manager's responsibility to register the team in person on the registration date. No spaces will be held or reserved. Once registration is filled, no additional teams will be added.

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**City of  
Santa Clara**  
The Center of What's Possible

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## **I. CALENDAR OF EVENTS**

**NOTE:** All registration is to be submitted at the **Santa Clara Community Recreation Center, 969 Kiely Blvd., Santa Clara.**

<b><u>Date</u></b>	<b><u>Day</u></b>	<b><u>Event</u></b>
March 22	Wednesday	Returning and resident team registration accepted at the Santa Clara Community Recreation Center, 969 Kiely Blvd., between 6:00 P.M. - 6:45 P.M.
March 22	Wednesday	Non- resident team registration accepted at the Santa Clara Community Recreation Center, 969 Kiely Blvd., between 6:45 P.M. - 7:15 P.M.
April 12	Wednesday	Men's and Co-Rec. Leagues, <b>New Managers'</b> Meeting, Community Recreation Center, 969 Kiely Blvd., 6:30 P.M. (Attendance is mandatory)
April 18	Tuesday	Men's "E3" (Recreation) Slow Pitch League Begins
April 19	Wednesday	Co- Rec "D" (Comp.) & "E" (Rec.) Slow Pitch League
April 20	Thursday	Men's "E1" (Competitive) Slow Pitch League

## **II. CITY OF SANTA CLARA PROGRAM**

### **A. GENERAL INFORMATION**

The 2017 Spring/Summer Softball Leagues will begin the week of April 18, 2017. All Men's league games and Co-Rec league games will play at the Mission College Sports Complex. The league will accommodate 14 Men's and 14 Co-Rec. Teams. Each league will consist of seven teams (**pending registration**) and each team will play two rounds of six games for a total of 12 games + playoffs (**if league is filled with all 7 teams**). The league championship will be determined by a playoff between the top four finishers in each league.

### **B. TENTATIVE LEAGUES AND NIGHTS OF PLAY**

TUESDAY: Men's "E-3" (Rec.) Slow Pitch

WEDNESDAY: Co-Rec. "D" (Comp.) Slow Pitch  
Co-Rec. "E" (Rec.) Slow Pitch

THURSDAY: Men's "E1" (Comp.) Slow Pitch

### **C. LEAGUE FEES**

Resident Men's and Co-Rec. Slow Pitch Teams - pay \$625.00. Non-resident teams pay \$790.00. League fees are payable by cash, check, money order or credit card. Checks are to be made payable to the "City of Santa Clara." The following credit cards will be honored: MasterCard, VISA, Discover, and American Express. Refunds will be given out at the discretion of the League Director and only if a replacement team is available. A full refund will be given in the event that the City cancels the league prior to the starting date.

### **D. NON-RESIDENT TEAM FEES**

Teams who do not maintain a 51% of City of Santa Clara residency must pay the non-resident team fee.

### **E. PROOF OF RESIDENCY**

**Teams must show proof of residency when registering.** Acceptable forms of proof of residency include: current driver's license, current utility bill, or a check or deposit slip with printed address. If a player claims employment in the City of Santa Clara, he/she must submit a letter from his/her personnel department on company letterhead, a printed business card, payroll check stub, or I.D. Badge

### **F. PARKING FEES**

**Parking at Mission College will be \$3.00 per day.** Parking permit requirements will be enforced Monday-Sunday between 7:00am-10:00pm. One day visitor or "daily" parking permits can be purchased from one of the daily permit dispensers. Daily permits must be displayed on the driver's side of the front dashboard and the expiration date must be visible from the outside of the vehicle. Permit dispensers accept change and one dollar bills only.

### **III. REGISTRATION**

#### **A. TIME TABLE**

Registration is first come, first serve in each category. Register on the first date your team qualifies, as leagues fill up early. No one is guaranteed a place in any league.

All registration will be submitted at the Santa Clara Community Recreation Center, 969 Kiely Blvd., on the dates listed below:

<u>Date &amp; Time</u>	<u>Priority</u>	<u>Definition</u>
March 22 6:00-6:45 P.M.	#1	<b>Resident and Returning Teams</b> - A team having 51% or more City of Santa Clara residents or 51% returning players from one Santa Clara roster from the 2016 season. <b>(Must show proof of residency)</b>
March 22 6:45-7:15PM	#2	<b>New, Non-Resident Teams</b> - Teams which do not qualify under the above priorities, if space available

#### **B. RESIDENT TEAM DEFINITION**

At least 51% of the team members shown on the preliminary roster must be living in the City of Santa Clara, the Santa Clara Unified School District, or working at a company within the City of Santa Clara. The preliminary roster must show a minimum of twelve players (7 must be residents).

#### **C. RETURNING TEAM DEFINITION**

At least 51% of the team members shown on preliminary roster must have played on the same Santa Clara roster during the 2016 softball season.

#### **D. REGISTRATION PROCEDURES**

Check-in at the front desk at the Community Recreation Center as early as 5:30pm to receive a number for registration. Submit the following on your day of registration: (1) Cash, check, money order, or credit card for the total entry fee and (2) completed preliminary roster with a minimum of twelve names and addresses. (Complete final roster prior to first league game.) Indicate work address if individual is claiming residency per employment. **TEAMS WILL NOT BE REGISTERED WITHOUT ALL THE ABOVE REQUIRED MATERIALS!**

No holds or reservations will be made for any team. Teams are accepted on a first come, first served basis. Only one roster per individual in line.

As leagues are filled, a waiting list will be taken. However, there is little chance that any team will drop out after registration.

Only one team will be awarded first priority registration status for each team that participated in 2016. For example, a team playing in Men's Slow Pitch cannot receive a first priority for the Co-Rec. League.

First priority 2017 registration will be given to teams that participated in either 2016

Summer or 2016 Fall Leagues and can meet the following criteria:

1. Must list a minimum of 12 players on roster.
2. Fifty-one percent of those listed must be returning from the same 2016 Santa Clara roster.

In the event that a team divides and both teams meet the above criteria, the roster which lists the greatest number of residents will be awarded first priority.

Should both rosters list the same number of residents, the team retaining last year's manager will be given first priority.

#### **IV. LEAGUE ELIGIBILITY REGULATIONS**

##### **A. TEAM AND PLAYER ELIGIBILITY**

1. No player under 18 years of age will be allowed to participate and no high school students are eligible to play.
2. Each team is limited to a sixteen (16) player maximum on its roster. (Exception: Co-Rec. - twenty (20) players). Only players who have a liability release on file are eligible to play.
3. Teams can only play in **one** City of Santa Clara Slow Pitch League.
4. Individual players can participate on more than one team, but not in the same league.
5. Players who sign with a specific team must be released by the manager prior to playing on another team in Santa Clara. After the player is released, he/she must sit out one game before signing with another team. If the release is before the start of league play or at the half there is no need to sit out one game.
6. ADDING PLAYERS - Managers may add players to their roster up to fifteen days after the first date in the first round of play. New players may also be picked up during the break between halves. No new players may be added during the second round.

**NOTE:** If, in the opinion of league officials, a player(s) is too exceptional in ability to participate in a lower league, said player will be dropped from the team roster. Players participating in any men's "Major or A" slow pitch leagues are not eligible for any City league.

7. DROPPING PLAYERS - Managers can drop players at any time. Contact the League Director for instructions.
8. Any player who appears on more than one roster within a league will forfeit his/her right to participate on any team within that league.

9. Teams, which lose players during the season through injury, may petition the League Director to get permission to replace said players if the loss of the players create an emergency situation. Proof must be submitted with the petition.
10. The League Director has the authority to make special exceptions regarding eligibility and roster procedures.
11. Protests regarding ineligible players must be submitted to the Recreation Center by 5:00 P.M. the next working day. Teams using ineligible players may be subject to forfeiture of all league games in which the ineligible player participated.
12. Teams using ineligible players in any playoff games will have games forfeited immediately. Eligibility will be determined by league staff.
13. All players/teams must conform to the "SANCRA Player Code of Conduct." (See Code on Page 16.) A player/team suspended by one public recreation agency will automatically be suspended in other local recreation leagues. Players participating in any Men's "Major or A" Slow Pitch Leagues cannot be picked up for any City league.
14. Classified ASA players are allowed to play one level below their classification. (Example: A player who is classified as "C" caliber, will be allowed to participate on a "D" level team). Subject to league director's approval.
15. Any team that disbands during the season will lose its first priority registration in any further City softball leagues. Players listed on those rosters will not be allowed to participate on any other team for the remainder of the half. Registration fee will not be refunded.

## **B. ROSTERS/PLAYER LIABILITY FORMS**

1. It is Team Manager's responsibility to obtain liability release forms (supplied to each team at registration) for each player on the current roster.
2. After April 14, additional liability release forms or updated rosters may be submitted to the Community Recreation Center. Center hours are Monday through Thursday, 8:00 A.M. to 7:30 P.M. and Friday 8:00 A.M.– 4:30 P.M. Or e-mail to Milee Beaulieu at [mbeaulieu@santaclaraca.gov](mailto:mbeaulieu@santaclaraca.gov). **Player liability releases or updated rosters will NOT be accepted at the field.**
3. Teams falsifying rosters will be dropped from the league with loss of entry fee.

## **V. SCHEDULES AND PLAYOFF PROCEDURES**

- A. **LEAGUE FORMAT** - Most leagues will consist of 7 teams each (**pending team registration**) and will play two complete rounds (12 games + playoffs (Top 4 teams, TBD), **if league fills with 7 teams**).

## **B. LEAGUE PLAYOFFS**

1. League championship will be determined by playoffs between the top four finishers in each league. Playoff format will be single elimination and seeded by team's finish. Should a tie for first place occur, playoff seed will be determined by tie breaker format. The #1 Seed gets chose of the first round game, 6:45PM or 8:00PM game. Championship game will be at 9:15PM. (Times subject to change).
2. Tie games during the season will not be played off. Ties will count as a half game won and a half game lost.
3. If two or more teams are tied with identical records, the following tie breaker system will be used to determine which team will be awarded the berth:
  - a. Two-way Ties
    1. Head to head.
    2. Team that allows the fewest runs head to head.
    3. Coin Toss.
  - b. Three way Ties
    1. Head to head.
    2. Team that allowed fewest runs among tied teams.
    3. Coin Toss.
  - c. Four way Ties

Same as three way tie
4. In order to play in a playoff game, a player must have participated in at least three games during the season. League score sheets determine eligibility.
5. Any player ejected from a playoff game will be suspended for the remainder of the season. And the possibility of suspension of 1-2 games the start of the next season. Decision made by the League Director.

## **VI. LEAGUE STRUCTURE**

### **A. GOVERNING BODY**

The Recreation Supervisor in charge of sports shall serve as the League Director and has the final authority to make decisions pertaining to all adult softball league rules and regulations. She has the option of moving teams and nights of play if it is in the best interest of providing a balanced softball program.

### **B. INSURANCE**

Participants in recreation activities sponsored by the Recreation Department are not covered in any manner for personal liability or property damage. This means that players are competing in this program at their own risk. Information on team insurance through the A.S.A. can be obtained from the Recreation Department.



### **C. FORFEITS**

1. The minimum number of players to start or finish a game is eight. Any number less than eight at any time is a forfeit. **If a team has only eight players, the opposing team must supply a catcher.** The catcher will only be responsible to return the ball to the pitcher and will not be eligible to make any plays at home plate. This Rule does not apply for playoff games. For playoffs, teams must have 8 players to start and finish a game.
2. There will be a 10-minute grace period before a forfeit is declared for the first game **only**. At the end of the 10 minutes, if one or both teams do not have the minimum (8) players required, the game will be a forfeit. If one or both teams are forced to use the grace period, the team(s) will lose their first at bat. For example, the home team takes 10 minutes past game time to get their 8 players. They lose their first at bat. The visitors will bat the top half of the 1st inning, then skip into the top of the 2<sup>nd</sup> inning. **Note: Game clock begins at game time.** Both teams' players must be on the field during the grace period. The scorekeeper's watch is the official time.
3. In the event of a double forfeit, both teams receive a loss.
4. Eight or more roster players must be present at scheduled game time in order for a team to claim a win by forfeit.
5. When a team forfeits a game, the team is **fined \$50**, which must be paid **PRIOR** to the next league game. If the fine is not paid, the next game is also considered a forfeit. Two forfeits will eliminate a team from the league.
6. Any team that foresees a conflict with their scheduled game and notifies the recreation office 24 hours or more in advance of game time will be credited with a loss and not a forfeit. Game will **NOT** be made up.
7. Teams which drop or are dropped from the league lose any playoff rights.

### **D. PROTESTS**

1. Protests shall be based on interpretation of rules only. Decisions involving the judgment of umpires shall not be received or considered.
2. A written protest must be submitted to the Community Recreation Center no later than 5:00 P.M. of the next working day. Protests must be clearly written and accompanied by a \$40 filing fee. If the protest is upheld, the fee shall be returned. No pro-test will be considered on any judgment call. Protests must be stated at the **Point of Contention** (before the ball is put into play) and officials, scorekeeper and opposing Team manager must be notified as to the exact rule which is being protested. The pro-testing manager must complete the "Intent to Protest" form (supplied by scorekeeper) and turn in to the scorekeeper. This must be followed by the filing of the "Official Protest" on the following work day.

3. Protest will be resolved by the League Director.

#### **E. MANAGER/PLAYER/FAN CONDUCT**

1. The manager shall be the official representative of his/her team unless he/she designates one of the players as team captain prior to the game. He/she is to demonstrate cooperation with umpires, scorekeepers, and other league officials.
2. The manager will be held responsible for adherence of all rules as stated in this booklet and the A.S.A. rule book.
3. Managers are responsible to see that their players are familiar with the S.A.N.C.R.A. "Player Code of Conduct."
4. No intoxicants are allowed in the City of Santa Clara parks. Players under the influence must leave the park, or his/her team will automatically forfeit its game.
5. Players, coaches, managers, or other team members will not make disparaging or insulting remarks to or about opposing players, coaches, managers, officials, or spectators; use expletives that may be heard by those in the stands and surrounding area of the playing field; or commit other acts that should be considered unsportsmanlike.
6. Managers will also be held responsible for actions of his/her team's spectators and fans. Managers must cooperate by assisting the umpire whenever necessary, especially in disciplinary actions regarding their players.
7. Profanity Rule – Profanity at the ballpark will not be tolerated. Any player is subject to being ejected. The umpire may or may not give a team warning. A rule of thumb will be if it is loud enough for the field umpires to hear, it is loud enough to be penalized.
8. Any player being ejected from a game for ANY REASON will be suspended for at least his or her next league game. No exceptions! All managers should make their players aware of this rule. An ejected player must leave the dugout, playing field and surrounding area within one minute following the ejection. Failure to do so will cause the player's team to forfeit the game.
9. TRASH TALKING is defined as the tactic of unnerving opponents by challenging them with the use of insults or body language. This type of behavior will not be accepted as part of league play. Any player who uses the tactic of taunting opponents by "talking trash," either directly or indirectly, will be subjected to suspension for a minimum of two games. Suspended player(s) will be placed on probation for one calendar year.
10. An official or city staff person has the authority to forfeit a game in the event there are excessive game disturbance problems with players or spectators.

11. No participant shall leave his/her offensive or defensive position, or respective dugout area, to further incite any verbal or physical confrontation between players on the field. The minimum penalty for violating this rule is immediate ejection with possible further sanctions dispensed by league office. In the event that the said player(s) cannot be identified, the first, second, third, etc. player(s) in the line-up are subject to being removed from the game. The maximum penalty is forfeiture of game and player suspensions, as determined by league office.

## **F. PRE-GAME RULES**

1. No batting practice is allowed on the infield. Home team (listed last on schedule) uses the first base dugout. Visiting team will occupy the third base dugout.
2. Infield Practice:
  - a. Early Games: Each team is given infield practice in equal time allotments in order for the game to begin on time.
  - b. Subsequent Games: When ten (10) minutes are left before game time, each team is given five (5) minutes infield, otherwise no infield is permitted.
3. Line-up cards (supplied by the scorekeeper) shall be turned into the scorekeeper five minutes prior to game time. Lineup cards must be legible and list **first and last names, and positions**. A ninth and tenth player may be added to the lineup even after the team has completed a turn through the lineup. Game will not begin until both lineups are recorded on the score sheet. Managers are only to list those players that are present.
4. Once a Line-up is submitted to the scorekeeper, it is official. Should a listed player on the starting line-up not be present at game time, the last player in the order or a substitute shall assume the vacant position in the batting order. Late arriving players may be added at the end of their line-up up to a maximum of 10 total players. The Extra Player Rule cannot be used.
5. Players are not to warm-up on or near the cement walkways located adjacent to the score booth and dugouts. Teams are required to warm-up beyond the last light pole in both left and right field. Players not following this rule are subject to league disciplinary action.

## **G. PLAYING TIME**

1. Time limit, as designated on the league schedules, is 70 minutes. In case of a tie, one additional inning will be played. Games still tied will not be replayed. The games will count as a half game won and a half game lost. Games are scheduled to begin at 6:45 P.M., 8:00 P.M., and 9:15 P.M. Game times can be adjusted based on the number of registered teams, solely at league director's discretion.
2. Games are seven innings or 70 minutes; whichever comes first.

3. Any inning begun before the expiration of the time limit shall be completed unless the home team is ahead and batting when time expires.
4. Run Rule - (1) Any team leading by 10 or more runs at the end of five innings or 4.5 innings if the home team is ahead is automatically declared the winner.  
(2) Any team leading by 20 or more runs at the end of 4 innings or 3.5 innings if the home team is ahead is automatically declared the winner.

## **H. RULE EXCEPTIONS**

1. Unless otherwise stated in this booklet, A.S.A. Official Softball Rules will govern league play.
2. Teams are permitted to bat all players present. Note: If a Co-Rec. team has one extra female, she may be used as an EP, even if there is no extra male.
3. Limited Substitution Rule - A starting player may be substituted for one time and still be permitted to re-enter the game after the substitute has had at least one at bat. The starter must re-enter in his/her original place in the batting order, but he/she is not restricted as to field position. The substitute must bat in the same place in the batting order as the starter he/she is replacing. Once the substitute is removed from the game(s), he/she may not re-enter.
4. Extra Player Rule – Extra players, referred to as the "EP", may be used by any men's team. The EP(s) must be known prior to the start of the game. The "EP" must remain in the same position in the batting order for the entire game and may enter the game on defense. The "EP" may be substituted at any time, then the substitute becomes the "EP." The substitute must be a player who has not yet been in the game. This rule allows a team to bat unlimited players and rotate any of the 10 players defensively. The starting "EP" may re-enter the line-up once, under the limited substitution rule.
5. Player Removal - In the event a player is removed from the batting order as a result of injury or ejection and there is a sufficient number of players to continue, but there are no more substitutes available to play, an out will be declared where the removed player would have batted the first time in the batting order. All subsequent at bats will be passed over without penalty. Once a player is removed from the game as a result of injury or ejection, he/she cannot return. Exception: playoffs, an out are recorded for each at bat.
6. Pitchers are allowed to pitch the ball at a minimum of 6 feet and no more than 10 feet Tall.
7. Players are allowed to shuffle positions one time per inning.
8. Equalizer Rule: After one team hits a home run, every homerun after will be a single until the other team hits the equalizer.

## **I. CO-REC RULES**

1. A minimum of 8 players must be present to start a game. Once the game begins, teams may add additional players at the end of the lineup up to a maximum of 10 players. Two males may never bat consecutively. Teams may bat up to 11 or 12 players with any 10 players rotating defensively if players are present prior to the start of the game.
2. There must be an equal number of males and females on the field at the same time. **EXCEPTION:** A team may play with 5, 6, 7, 8 or 9 females and as few as 3 males. To avoid forfeits, a team may play with 5 males and 3 females. Each time the fourth female position in the batting order is scheduled to bat, it is an automatic out until the position is filled. Defensively, a team playing with eight players (3 females / 5 males) must use a male pitcher and a maximum of 2 other males in the infield positions. The opposing team is required to provide a catcher.
3. **FIELD POSITIONS (Ten Players):** Female must play in the following positions:
  - a) pitcher or catcher
  - b) first or second base
  - c) shortstop or third base
  - d) two of the four outfield positions
4. Players will not be allowed to shuffle positions continuously during an inning.
5. Males and females must alternate in the batting order unless there are more women than men in which case some women may bat back to back.
6. The batting order may include all present players. If a team has one extra woman, she may be used as a single EP, even if there is no extra man.
7. If there are an odd number of male batters (example: 5 males and 4 females) two males must assume the same position in the batting order and alternate their turns at bat. In essence, two males become one batter. **This can only occur once in the lineup.** The batters must be designated to the scorekeeper before the game and both may play defense.
8. If players arrive late, the player(s) may be inserted at the bottom of the lineup (10 players maximum) as long as they alternate male/female or female/male.
9. If a female is removed from the game and there are no substitutes resulting in two males batting back to back, the following male batter must also be removed (may play defense). An out will be declared where the removed players would have batted the first time in the order. All subsequent at bats would be passed over without penalty. Once removed as a result of injury or ejection, a player cannot return. Should this occur with two outs the inning is over. The additional out does not carry over to the next inning.
10. **Collision Rule:** Offensive players must avoid colliding with the defensive player

when a play is being made. Offensive players must either slide, veer off, or stop when a play is being made on them. Players do not have to slide; they have to only avoid contact. Any player who is ejected for using his/her strength or body size to harm and/or injure any opposing player will face disciplinary action for future games.

11. Sliding is permitted at all bases except home plate, providing the runner does not crash into the fielder (refer to rule #14). If the runner collides with the fielder, the umpire may call the runner out and the ball dead. Any flagrant act by the runner is subject to an ejection.
12. Any male batter receiving a base on balls (intentional or not) will be awarded two bases. The next batter (a female) will bat. Exception: with two outs, the female batter has the option to walk or bat.

NOTE: Should the female batter-runner pass a male batter-runner when choosing to walk, no out shall be called during this dead ball period. A male batter-runner advancing to second without touching first base shall be called out if properly appealed.

13. Commit Line: There will be a commit line drawn half way between home plate and third base. Once a runner passes this line with either foot on his/her way to home plate, he or she cannot return to third base and all plays become force-outs. Exception: If a runner fails to tag up on a fly and crossed the commit line he/she may return to third base to avoid the out.
14. Home Plate Veer Line: A line will be drawn perpendicular to the third base foul line extending from home plate to the backstop. Runners may not touch home plate when scoring a run. Instead, they must run to cross the line. Crossing is when the runner's foot or other body part touches the veer line or ground past the veer line. Any player who steps on home plate will automatically be called out, and any collisions will be blamed on the runner except when in the judgment of the umpire, the catcher interfered with the runner who was crossing the veer line. In short, all plays at home become a force out. The defensive player must catch the ball with contact on the home plate before the runner touches the veer line or the ground past the line. Any plate collisions will be blamed on the runner except when in the judgment of the umpire, the catcher interfered with the runner.
15. Restraining Line – **All outfielders** must remain behind outfield cones set on the foul lines until the batter hits the ball. The cones mark a 170 foot arc from home plate. Penalty: Batter has option of assuming the ball and strike count he/she had prior to the pitch and batting again or taking the result of the play. If cones are unavailable, umpires will determine when outfielders are too close.

## **J. MISCELLANEOUS INFORMATION**

1. No schedule changes will be allowed. Teams with special circumstances should inform the League Director at the time of registration. Schedules will be arranged to accommodate teams as much as possible. However, schedules will not be changed

once they are set up. Exception: Rained out games.

2. Uniforms or matching shirts are highly recommended. Shirts must be worn by all participants.
3. Two umpires are scheduled to officiate each game. If one umpire is present, the game will still be played. If no umpires show up, the game will be postponed and made up at a later date.
4. No metal baseball or football tip cleats are allowed in any league. Shoes must be worn at all times. Sandals and flip flops are not permissible.
5. All catchers must wear a catcher's mask at all times, in all leagues, as a safety precaution. The City will provide a "loaner" mask for a game. Teams must sign-out the catcher's mask before the game and it is the team manager's responsibility to return the mask. If the mask is not returned at the end of the game the team will be fined \$50, and the fine must be paid before the next game or the next game will be a forfeit.
6. Bats must be ASA approved bats and have an ASA stamp. Bat may not be listed on the ASA Banned Bat list unless it bears the ASA Approved Recertification Mark. Bats must be included on the list, or an approved bat model published by the ASA National Office; or must have been in the sole opinion and discretion of the umpire. A list of banned bats may be found on the ASA website at [www.asasoftball.com](http://www.asasoftball.com).
7. Rain Outs: If you are in doubt as to the status of your game because of weather, the manager should call the Community Recreation Center at 615-3140 after 1:00 P.M. and before 5:00 P.M. If your team is playing in the first game and the fields have not been cancelled by 5:00 P.M., your team must report to the fields to see whether or not games can be played. After 5:00 P.M., teams of the later games can call Community Recreation Center at 615-3140 to check the status of the game. All games cancelled due to weather or field conditions will be rescheduled at the end of the round.
8. Courtesy Runners: A courtesy runner is permitted. The team manager is required to identify the player for whom a courtesy runner will be used prior to the start. Once the game begins, only players visually injured during the game will be permitted a courtesy runner. That team will be allowed a second courtesy runner at that point. The courtesy runner is to be the last player to have made an out (Co-Rec. courtesy runner must be of the same gender.) Limit two courtesy runners per team.
9. Base Running: In order to prevent unnecessary injury, the City requests that when at all possible, base runners make an attempt to get out of the way, give themselves up, or slide into a base instead of colliding with a fielder or trying to attempt to jar the ball loose. When a defensive player has the ball or is about to receive the ball, and the runner remains on his or her feet and deliberately, with great force, crashes into the defensive player, the runner is to be declared out. All runners must be returned to the last base touched at the time of collision. Any flagrant act by the runner is subject to an ejection.

10. Interference: On a force play situation, when the defensive team is attempting to complete a double play and there is a reasonable chance a double play will be completed, the runner must make an attempt to get out of the way. The runner can slide (not necessary), veer-off, or stop to avoid contact that alters the actions of a fielder in the act of making a play. Contact is not necessary for a double play to be called. The act of arm waving, verbal distraction, or any type of distraction which could hinder the fielder in the execution of a play can be ruled interference. The fielder does not have to release the ball for interference to be called. When interference occurs, the umpire will declare a double play.
11. Jewelry Rule: If a player is requested by the umpire to remove jewelry, illegal shoes, or illegal parts of the uniform and he/she refuses, the player will not be allowed to play. Additional notes: Medical alert bracelets and necklaces are not considered jewelry. If worn, they must be taped to the body.
12. Blood Rule: A player, coach, or umpire who is bleeding or who has blood on his/her uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. A player will be permitted reasonable time for treatment or uniform change without being removed from the game.
13. Ejected Player: Any player ejected from a game is required to leave the premises within (1) minute of the time of ejection. Umpire must notify manager of this action. Failure to comply with this rule will result in forfeit of the game. Managers and players ejected from a game should leave the field and immediate vicinity without further abuse to prevent harsher penalties that may be imposed.
14. Battery against sports officials: (Penal Code 11-243.8) When battery is committed against a sports official immediately prior to, during, or immediately following an organized amateur or professional athletic contest in which the sports official is participating, and the person who commits the offense knows or reasonably should know that the victim is engaged in the performance of his or her duties, the offense shall be punishable by a fine not exceeding two thousand dollars (\$2,000), or by imprisonment in the county jail not exceeding one year, or by both that fine and imprisonment. Any incident of battery is reported to the Police Department as well as to the District Attorney.
15. Ground Rules: Mission College– All areas within fencing or line extending from backstop fence on first and third base lines are hot and in play. When a batted or thrown ball crosses out-of-play lines appropriate book ruling shall be applied.
16. Double First Base: For safety purposes the City of Santa Clara utilizes double first bases. A double first base is actually two bases molded together- one half painted orange (over foul territory and the other half white (over fair territory). When a play is being made, base runners touch the orange half and defensive players touch the white half. If a base runner is rounding first base for a potential extra base, the runner may step on the white half of the base.



17. A.S.A. Strike Rule: The rule is four (4) balls and three (3) strikes, with the batter being called out on the 3<sup>rd</sup> strike foul. **Any player who argues balls and strikes is subject to immediate ejection.**
18. A.S.A. Slow Pitch Height: Limit of 6-foot minimum and 10-foot maximum will be observed.
19. Children are not allowed on the playing field or in the dugouts. Supervision must be provided for children at all times.
20. Pets are not allowed on the Mission College Sports Complex. Teams violating this rule will be subject to expulsion from league play.
21. Complaints: Any official complaints concerning umpires, field conditions, spectators etc., should be presented to the League Director in writing. Verbal communication is encouraged, but complaints won't be considered unless they are presented in writing.
22. T-shirts will be awarded to the 1<sup>st</sup> place team of each league.
23. **Managers are responsible for knowing these rules. The League Director will consider team registration as acknowledgment of having read the rules. Managers are also responsible for informing their players of these rules.**

## **VII. A.S.A. & S.A.N.C.R.A. SOFTBALL TOURNAMENTS**

1. Many ASA and SANCRA Softball Tournaments are conducted throughout the season. Any Manager who desires to have a list of the dates and locations of the tournaments should contact Milee Beaulieu at (408) 615-3160.



## **SANCRA CODE OF CONDUCT**

**1. NO PARTICIPANT OR SPECTATOR SHALL** be guilty of a physical attack, lay a hand upon, push, shove, strike or kick an official, participant, coach, agency representative, manager, or another spectator. Officials are required to immediately suspend participant from further play and report participant to League Director. The participant shall remain suspended until his/her case is considered by the League Director.

**MINIMUM PENALTY:** Suspension from one (1) league game and placed on probation for the remainder of season.

**MAXIMUM PENALTY:** Lifetime suspension and/or felonious assault charges filed. (CA Penal Code Sec. 243.8)

**2. NO PARTICIPANT SHALL** is guilty of leaving his or her offensive, defensive position or respective dugout areas to further incite any verbal or physical confrontation between players on the field or court.

**MINIMUM PENALTY:** Immediate ejection with possible further sanctions dispensed by league office.

**NOTE:** In the event said player(s) cannot be identified, the first, second, third, etc. Player(s) in the line-up are subject to being removed from the game.

**MAXIMUM PENALTY:** Forfeiture and/or double forfeiture of game and player suspensions as determined by league office up to life and/or felonious assault charges filed.

**3. NO PARTICIPANT OR SPECTATOR SHALL** be guilty of damaging or defacing agency, school district or sanctioned facilities. Officials or agency representative are required to immediately suspend individual and report incident to League Director.

**MINIMUM PENALTY:** Suspension from further play until financial responsibility is met by individual and/or team AND probation for remainder of the season.

**MAXIMUM PENALTY:** Lifetime suspension.

**4. NO PARTICIPANT SHALL** be guilty of an abusive verbal attack, including "trash talking"

or taunting any participant, official, agency representative, or spectator. Officials are required to immediately suspend the participant from further play. The infraction will be reported to the League Director. This violation additionally includes “after the incident” communication or correspondence in follow up discussions.

**MINIMUM PENALTY:** One (1) game suspension.

**MAXIMUM PENALTY:** Four (4) game suspension and/or one year from time of incident.

5. **NO PARTICIPANT SHALL** use deliberately rough tactics during a game against the body and person of an opposing participant. Officials are required to immediately suspend participant from further play and report incident to League Director.

**MINIMUM PENALTY:** Removal from the game.

**MAXIMUM PENALTY:** Suspended for one year from time of incident.

6. **NO PARTICIPANT SHALL** refuse to abide by an official's decision or be guilty of verbal or forceful demonstrations of dissent to an official's decision. The degree of infraction shall, in the official's judgment, draw:

**MINIMUM PENALTY:** Removal from the game.

**MAXIMUM PENALTY:** Suspended for one year from time of incident.

7. **NO PARTICIPANT SHALL** be guilty of intentionally throwing a bat or item of playing equipment. Officials are required to immediately suspend the participant from further play and report such player to the League Director.

**MINIMUM PENALTY:** One (1) game suspension.

**MAXIMUM PENALTY:** Suspended for one year from time of incident.

8. **NO PARTICIPANT SHALL** appear in, on or around a facility at any time under the influence or in possession of a controlled substance, or in an intoxicated condition. Officials are required to suspend participant from further play and report such player to the League Director.

**MINIMUM PENALTY:** Suspension from two (2) league games and placed on probation for the remainder of season.

**MAXIMUM PENALTY:** Suspended for one year from time of incident.

9. **NO TEAM OR TEAMS SHALL** engage in physical aggression upon each other, officials, agency representatives, field supervisors, or spectators. Officials shall immediately suspend play and report, in writing, the incident to the League Director. Decision by League Director shall involve:

**MINIMUM PENALTY:** Forfeiture of game by one or both teams involved with suspension of

one additional game and probation of one year from time of incident.

**MAXIMUM PENALTY:** Dropping of one or both teams from SANCRA member leagues for life.

**10. NO MANAGER, PARTICIPANT, CAPTAIN, OR TEAM REPRESENTATIVE SHALL**, at any time be guilty of utilizing a non-roster or ineligible participant; or falsify the identification or age of any participant or person on an official league or tournament sports roster. Such falsification, intentional or otherwise, and with or without that participant or person's knowledge, shall be just cause for disciplinary action. The infraction will be reported to the League Director.

**MINIMUM PENALTY:** One year probation from time of incident.

**MAXIMUM PENALTY:** One year suspension from time of incident.

**11. NO MANAGER, TEAM REPRESENTATIVE OR PARTICIPANT SHALL**, at any time use illegal equipment (i.e altered, ASA banned or illegal bat; metal cleats; exposed, dangerous jewelry).

**MINIMUM PENALTY:** Immediate ejection from the game AND one (1) game suspension.

**MAXIMUM PENALTY:** Lifetime suspension.

**12. NO MANAGER, TEAM REPRESENTATIVE OR PARTICIPANT SHALL**, at any time, commit a fraudulent act (Including gambling upon any play or outcome of any game) concerning any organized SANCRA event, function or sports tournament. Such act shall be cause for disciplinary action.

**MINIMUM PENALTY:** Probation for the remainder of the season.

**MAXIMUM PENALTY:** Suspended for one year from time of incident.

**13. EACH TEAM MEMBER IS RESPONSIBLE** to insure that payments made to SANCRA, ASA, or member cities (i.e. Entry fees, tournament fees, facility costs, etc.), are valid and any costs incurred due to insufficient funds are the entire team's responsibility.

**MINIMUM PENALTY:** Suspension of further play until financial responsibility is met.

**MAXIMUM PENALTY:** Lifetime suspension.

#### **SPECIAL NOTES:**

1. **THE LEAGUE DIRECTORS SHALL** have the power and full discretion of imposing penalties on any and all violations of the Players Code of Conduct. In any violation not included in said Code, the penalty shall be at the discretion of the League Director.

2. Any participant removed from a game must leave the park or school facility immediately.

Failure to do so will carry a maximum penalty of one year suspension.

3. Any participant having been once penalized by enforcement of the "Code of Conduct" and reported again for violating the "Code of Conduct" will be subject to additional penalties open to the determination of the SANCRA Board.

4. Managers are responsible for actions of their participants and spectators at all times during a SANCRA activity or event and will be disciplined accordingly.

5. The term participant shall include players, coaches and fans where appropriate. Managers are responsible for the actions of their fans.

6. Any individual or team who is placed on probation or suspension for violation of items aforementioned in this Code of Conduct is automatically on probation or suspension for ALL ACTIVITIES sponsored by member cities/organizations during the effected period.

**SANCRA CODE OF CONDUCT IS ENFORCED AND HONORED BY ALL S.A.N.C.R.A. AGENCIES, LEAGUES AND TOURNAMENTS. PARTICIPANTS ATTEMPTING TO PLAY IN S.A.N.C.R.A. -- SANCTIONED EVENTS AFTER BEING SUSPENDED WILL BE SUBJECT TO FURTHER DISCIPLINARY ACTIONS.**

**SANCRA MEMBER CITIES/ORGANIZATIONS INCLUDE:**

- City of Campbell	- City of Milpitas	- City of Salinas
- Capitola/Soquel	- City of Mountain View	- City of Santa Cruz
- City of Cupertino	- North Monterey County	- City of Saratoga
- City of Gilroy	- City of Pacific Grove	- City of Scotts Valley
- City of Hollister	- City of Palo Alto	- City of Sunnyvale
- City of Los Altos	- City of San Jose	- Vintage Softball of Santa Clara County
- LGS Recreation	- City of Santa Clara	- City of Watsonville

Revised and adopted September 26, 2006